CPR Training for Teenagers

Group E

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Cardiopulmonary Resuscitation (CPR) and use of Automated External Difibrillator (AED) in a Virtual Reality Environment

Target Users: Elementary school children Context: Classroom Aid: Normal

Teacher

Theoretical Framework: ERC guidelines stress the importance of following ALL STEPS in the RIGHT ORDER.

Goal: Train the children in CPR & Stress Management

Dummy: Pressure Sensors Hypothetical Scenarios

Eye-tracking → Adapted to the location (Edinburgh city)

Voice Recognition → Increasingly more complex/Stressful

Gloves: Heart rate sensors

Virtual Agent: 1st Aid Responder → Instructions during initial stages

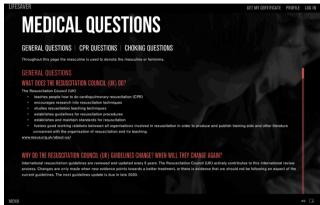
Comments during performance of task

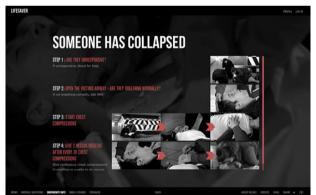
& Personalised Feedback for Student and Teacher

The Program

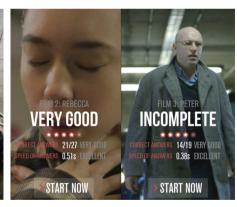
- Informative Video
- Presentation of steps + Drilling
- Practice in VR using dummy









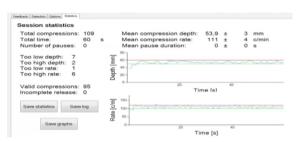


http://www.life-saver.org.uk/



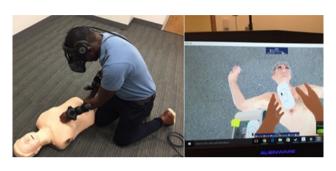
VREM (https://www.indiegogo.com/projects/mini-vrem) Semeraro et al., 2013















Cognitive Tutor (Anderson et al., 1987; Aleven and Koedinger, 2002)

- CPR training ~ strict steps
- Production rules for procedural + declarative
- Focus on each action rather than presenting facts
 → minimise cognitive load
- Immediate feedback

Autotutor (Graesser et al., 2004)

- Dialogue with tutorial agent
 - Early stages: talk through situation
 - Based on student model: feedback, hints, prompts, assertions, summaries...etc
- Adapt scaffold size to progress

Street Management

Tools: Gloves with Heart Rate Sensors to measure children's pulse to tell their stress levels

Purposes: test whether the children are suitable enough for CPR

Normal heart rate (bpm): 70 to 110 (from 7 to 9 years); 60 to 100 (over 10 years)

Practice two things:

- the skills of CPR
- better psychological quality

References

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Thank you!